

## Margaret O'Finny

### Sadist and Raider Boss

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Ghost Mutant** EF: **655** Rank: **6**  
 Caste: **Exiled Murderess** Faction: **No affiliation**  
 Gender: **Female** Age: **44**  
 Read/ Write?: **Yes** Do Math?: **Yes**  
 Personality: **Sadistic Megalomaniac** Swim Ability: **poor**  
 Sexual Orientation: **bisexual** Height: **182cm**  
 Handed: **Right** Weight: **72kg**  
 Religion: **None**  
 Languages Spoken: **English, Spanish, Skullock**

Endurance: **73** /  
 Strength: **57** (+6 dmg/+30% throw range)  
 Agility: **61** (-6 DV/+0.75 meters movement)  
 Accuracy: **83** (+10 SV)  
 Intelligence: **61**  
 Willpower: **83**  
 Perception: **58** (+1 initiative)  
 Appearance: **42**

Defense Value: **-54/-70 vs bullets** Armor worn: Dodge skill 4 pts -14/ballistic vest under scrap relic -24 or -40 vs. bullets / Agility -10  
 Movement: **6.75m** unarmored **5.75m** armored

Initiative: **+1** Base Strike Value: **01-77**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
HC Auto-Pistol	01-103	2	250m	d20+22	20*/ <small>*Spare mag contains d20 more HCP rounds</small>	6pt
Heat Pulse	01-86	1	249m	d20+20	two times per day per rank 12 day/	-
Stun Ray <small>from hand</small>	01-87	1	166m	2d20 or x2 to cyborgs and machines	three times per day per rank 18 day/	-
Telekinetic Rock Throw	01-166	1	83m	d20+3	four times per day per rank 24 day/	-

**Mutations:** Telekinesis no.84/ Agony Sphere no.4/ Stun Ray no.82/ Heat Pulse no.44

**Skills:** Climb 2pts/ Grapple 2pts/ Negotiating 4pts/ Dodge 4pts (-14 DV)/ Weapon Expert Pistols 6pts/ Stealth 4pts/ Wilderness Survival

**Valuables:** 3d100gp, 2d100sp, jewelry worth 1000+2d1000sp

**Clothing and Equipment:** Dagger, torture tools, field medical kit, substance reader, common warm weather gear, fur coat, emergency survival pack with 20 days dried rations for quick evacuation of camp.

**Description:** The younger sister of Albrads O'Finny, ruler of Galespit, Margaret is a not unpleasing looking middle aged women with long blonde hair, full build and confident, malicious air. A ghost mutant, she exhibits the mutations of telekinesis, agony sphere, heat pulse and stun ray.

She was banished a half decade ago after being accused of capturing, torturing and ultimately murdering twelve people. Her victims were mostly visitors to Galespit, but four of them were the loved ones of locales. When she was banished instead of executed, the people of Galespit lost much of their respect for Albrads 'Old Man' O'Finny and civil strife occurred for some months afterward, and simmers to this day. Warned never to return to Galespit, Margaret fell in with a gang of psychopathic raiders and ultimately became their leader. This nameless mob established several well hidden, well defended woodland camps in nearby forest areas.

Her band of rapists, sadists and joy killers consist of 4d6 raiders, 3d6 warmorts, 5d6 renegade skullocks, d3 garnocks, and a dozen other weird

humanoids and intelligent but thoroughly deranged life forms. They are only moderately loyal to Margaret and come and go as they please, robbing and murdering across the countryside for many kilometers around their main camp. If confronted by superior forces, especially those seeking the bounty on Margaret's head, her outlaws will be just as likely to flee as stand beside her in a battle.

Margaret keeps a collection of 2d6+2 captives, held in small scrap metal and bone cages. These she toys with in elaborate humiliation, torture and occasional kill shows for her assembled mad men and marauders. Although evil and thoroughly deranged, Margaret O'Finny tries to restrain herself from killing her prisoners, and some, who serve as her terrified lovers, last for up to a year before something goes wrong and the concubine turns up dead in the morning.

While brave enough when accompanied by plenty of her henchmen, she will hesitate to order the attack on a powerful band of relic armed or extensively mutated excavators, or worse, face off against such enemies as Geshrod's Marauders, Bosworth's Clan or the skullocks of the Grotha-Patteraks nation. Furthermore, certain townfolk of Galespit have organized a reward for anyone who can bring Margaret to justice, dead or alive, and will pay 2473 silvers for her elimination. Being the sister of the ruler of Galespit, however, any attempts to hunt down and kill Margaret must be kept secret from Albrads and other O'Finny clan members.

Read more about Margaret O'Finny the Flyer on page 264